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THE
LAW AND PRACTICE
OF THE
GAME OF EUCHRE.

BY

A PROFESSOR.
Merham, Charles Henry Wharton



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P R E F A C E.

No sedentary game is more popular, or so generally played for amusement in domestic circles, throughout the wide spread "eminent demesne" of the United States, as Euchre—the Queen of all card-games; and but few, we regret to say it, possess less printed authoritative reference for consultation. Hence difficulties, doubts, differences of opinion, and local customs of play, exercise an irksome influence even among skillful players, and solely for the want of some proper compendium of the laws and of the correct practice of the game. To supply this deficiency, in an humble way, the ensuing pages, sanctioned by "very noble and approved good masters," are tenderly tendered.

City of Washington, March, 1862.

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E U C H R E.



CHAPTER I.

PRELIMINARY.



“Four knaves in garbs succinct, a trusty band,
Caps on their heads, and halberts in their hand;
And party-color'd troops, a shining train,
Drawn forth to combat on the velvet plain.”—*Pope*.



THOSE clever fellows, who, in social circles, or at the club, resort to the exciting combinations exhibited by

“The painted tablets, dealt and dealt again”—
recreation and amusement being their only aim—accredit EUCHRE, *par excellence*, the most entertaining and fascinating of all the games of cards yet invented.

The earliest knowledge which we, personally, have been able to gather of this our favorite card-game, was its introduction in the Metropolis of the Union, in the days—"those days are passed, Floranthe"—of General Jackson's first presidential term, by an ardent and slightly illiterate admirer of the General's—an Honorable M. C., from the Tennessee State—who was wont emphatically to pronounce it the "hazardestest game on the keards;" though the game had been played, long prior to that period, in every inhabited township plat of the northwestern territory, and on every raft and steamboat afloat upon the exulting waters of the Mississippi River.

There exists a legend ascribing its invention to two Friars, "of orders gray," who had been imprisoned for some improper practice, or other malversation, and who are said to have invented the game to while away the tedious hours of incarceration; but the story is rather apocryphal.

It is also narrated that the game sprang,

like Venus, from the sea,—that it is the result of a sailorman's ingenuity, Jack reversing the usual order of things on shipboard by placing his namesakes in command, and giving them the appropriate nautical appellations of Right-Bower, and Left-Bower, in compliment to the main anchors of the ship.

The origin of the game—generally admitted to be German—is not satisfactorily explained, and no mention whatever is made of it in the curious and elaborate treatise by S. W. Singer, entitled *Researches into the History of Playing Cards*, 4to., London, 1816; nor in any of the English editions of Hoyle's *Games*; nor in Captain Crawley's *Handy Book of Games for Gentlemen*, 12mo., London, 1860. The French are equally silent. No notice of the game is to be found in the long and learned array of articles on the various games of cards—and their name is legion—in the extended *Dictionnaire des Jeux* of the *Encyclopédie Méthodique*; and M. Van-Tenac, in his *Album des Jeux*, 12mo., Paris, 1847,

a recent and careful collection of modern games of cards, seems entirely ignorant of its existence.

We have just learned under date of Paris, December 8, 1861, from a distinguished French *savant*, now engaged in collecting materials for an elaborate and scientific treatise on card-games, that Euchre is not of French origin, and that the game is not noticed by any French writer on games.

In this country the only teaching we have of the game—except a few paragraphs in the late American editions of Hoyle's Games, and of Bohn's New Hand-Book of Games—is contained in The Game of Euchre; with its Laws, 32mo., Philadelphia, 1850, pp. 32, attributed to a late learned jurist—"our illustrious predecessor"—and to which little volume we hereby acknowledge ourselves greatly indebted.

The name itself even—Euchre—is a mystery. Although the game is generally supposed, in this country, to be of German invention, yet we are informed by the most

eminent linguist in Germany, Professor Grimm, of the University of Berlin, that Euchre is not a German word, and has no sound of the language.

It has been facetiously suggested that it might possibly be the German for Eureka! denoting that the Queen game of cards has at last been found! But, as we do not profess to especial erudition in the Teutonic linguistics, we venture no opinion of its philological deduction. Nor can we trace the least analogy or affinity, as regards the promotion of the Knaves into the rank of commanding cards, when of the suit, or color, of the trump, to any other card-game. In some few particulars, however, it bears quite a resemblance to the game of Ecarté. How so animated and bright a game ever sprang from the brain of a phlegmatic German is somewhat marvellous—unless, it may have been invented by that identical Baron, portly and solid like the rest of them, who was making the most terrible racket in his solitary apartment, in Paris, one morning, jump-

ing over stools and slippers, and other “anti-altitudinous” articles, and whose noted reply to the agitated and expostulating garçon, was, *J'apprends à etre vif*. He may have succeeded in attaining the lively!

Whatever its origin, Euchre appears to have been introduced into the United States by the German settlers of Pennsylvania, and from that State gradually to have been disseminated throughout every State of the Union. But the original game has been so much improved by the variations and additions bestowed upon it in consequence of its great popularity with all classes in this country, that it may now fairly be denominated one of our peculiar American institutions. A squatter, in the “Land of the West,” would consider his education sadly neglected, now-a-days, if a knowledge of this game was not one of his attainments;—it is as necessary to his enjoyment of life as a stone-jug of “Bourbon,” with a corn-cob “cork”—the “democratic decanter,” as they call it.

The word *Bauer*, the German for Jack, or

Knave, Americanized to Bower, is said to be the only term used in the game which has been adopted from the German.

Whist—and here let us pause with reverence—"not that I loved Cæsar less, but that I loved Rome more"—Whist, we resume, since Hoyle perfected its invention, and published his treatise on the game, about one hundred and twenty years ago, has been universally acknowledged to be the noblest game played with cards. As twenty more cards are involved in its play than at Euchre, and every one of them delivered in each deal, the game is undoubtedly more exact and mathematical. We fancy, however, that it is this very absence of mathematical accuracy which is one of the peculiar merits of our game; for nearly one-third of the Euchre pack is not distributed in the deal, but remains in the talon; thus adding to the variety and the chances of the play, and affording exciting combinations for the exercise of the shrewd player's judgment. But we are free to confess that, in nearly a quar-

ter of a century's addiction to Euchre—*viginti annorum lucubrationes*—we have never met a fine player of both games who did not much prefer our pet game.

We repeat, then, that accomplished adepts at both games—those social spirits who make of play a *délassement*, and not a laborious speculation—greatly prefer Euchre, because of the more sprightly character of the game, and its less mathematical exactness—giving more scope to chance and judgment, and affording a much keener enjoyment. And then consider, that during the entire play of all the thirteen tricks at Whist, the most lugubrious silence, which is not our *grand talent*, must prevail—for we can only “speak by the card”—and, indeed, it has become an axiom of that game, that whoever approximates nearest to being dumb may be deemed the best player! At Euchre, on the contrary, every deal of five cards a-piece only—

“*Oph.* 'Tis brief, my Lord;

Ham. As woman's love;”—

is played out, dashingly, in a few minutes,

affording opportunities to discuss the general topics of the day, for lively repartee and anecdotes—those gems of conversation—while the contrasts of chagrin and joy presented by unlooked-for defeat or success, so often recurring in the various vicissitudes of play, “serve to set the table on a roar.” Such a *séance* will frequently glide away so delectably as to inoculate palé melancholy with the bud of mirth.

In a transit of the Atlantic, or a voyage to the Indies, which “drags its slow length along”—especially when *not* sea-sick—Whist naturally presents peculiar advantages to those whose “only labor is to kill the time, and labor dire it is,” says the poet. But, if one desires to amuse and tickle oneself—“when sailing o’er life’s troubled main”—for the limited period of eight or ten hours only, in the pleasant occupation of disclosing the mysterious combinations produced by thirty-two cards—seasoned with cheerful conversation and innocent mirth the while, we commend him to Euchre.

Euchre may be likened to that refined and seductive beverage, Champagne wine—sparkling and bright—while Whist more resembles the potent, heady tippie, the Brown-stout of its native England.

Of all sedentary amusements—except a fourth class clerkship in the Treasury Department—we most “affectionate” Euchre.

But, *revenons à nos moutons*. The game of Euchre is played with thirty-two cards—the six, five, four, tray, and deuce of each suit having been withdrawn from a Whist or whole pack. The tray and deuce of spades and diamonds, of the refuse cards, are ordinarily used for the purpose of counting the game. Recently, however, packs are expressly manufactured for this game, (as well as for Picquet and Ecarté, also played with the same number of cards,) by M. De la Rue, the eminent publisher of playing cards in London, and they may readily be obtained in all of our larger cities.

The Knave of trumps, the Right-Bower as it is termed, is the highest or best trump;

and the other Knave of the same color, termed the Left-Bower, is the next highest card. The remaining cards, including the Knaves of the black suits when a red suit is trump, and *vice versa*, have the same relative value as at Whist.

It is usual to play with two packs, distinguished by backs of different colors, and the pack selected by each party at the commencement of a game, should not be changed during the play of that game.

Various customs of play prevail in different coteries and clubs, but the compiler has endeavored to follow those customs which are most in vogue, and are most consistent with the spirit of the game, and the chances on the cards.

There are, also, many varieties of the game, with the denominations of Ace-Euchre, Booster, Set-Back, Cut-Throat, and the like, and Euchre may be played by any number of persons, from two to six. But, the only game worthy of the scientific player is that which is played by four persons, who cut for partners,

as at Whist, and it is to them that this Treatise is most affectionately dedicated.

“Let not cards, therefore, be depreciated; a happy invention, which, adapted equally to every capacity, removes the invidious distinctions of nature, bestows on fools the pre-eminence of genius, or reduces wit or wisdom to the level of folly.” Henry’s History of Great Britain, vol. 12, p. 385.

AXIOM.—If you are invited from home to assist at a Euchre party, and the tempestuous inclemency of the weather should be terrific, if your wife does not object *too* much,—go. Your failure “to be thar” may seriously inconvenience your friends.

CHAPTER II.

MODE OF PLAYING.

“They know not when to play, where to play, nor what to play.—*Middleton*.

“Who plays—who plays—who plays.”—*Old Play*.

THE game of Euchre, which consists of five points only, is played by four persons, who cut for partners. It is the practice in some circles for the players to determine among themselves who shall be associated together as partners, and then to throw round, one card at a time to each player, for the first Knave, which gives the deal to the player to whom it is thrown; but the more approved method is to cut for partners, the two highest becoming partners against the two lowest. He who cuts the lowest card wins the deal; and, in cutting, the Ace is accounted the lowest.

When the game is formed, and the players seated at the table, partners opposite to each other, so that each player is between his two adversaries, the player who has won the deal shuffles the pack and presents it to his right-hand adversary to cut. The dealer then places the cards lifted off by the cut at the bottom of the pack and distributes twenty cards, by giving five of them in two rounds, of two and three, or by three and two, to each player, beginning with his left-hand adversary, and then turns up the twenty-first card, which he places on the top of the talon, for the trump.

The remaining cards of the pack, called the talon, or stock, he places on the table to his right. The deal passes in rotation as long as the parties continue to play.

The dealer's left-hand adversary, who is termed the eldest-hand, then examines the cards dealt to him, and if he is of opinion that he can win three of the five tricks at the suit turned up for trumps, he says, "I order it up," and the card turned up by the

dealer then becomes the trump. But, if he thinks he cannot win three of the tricks, he simply says, "I pass."

If he passes, the dealer's partner then examines his cards, and if he believes that himself and partner can win three tricks at the suit turned up, he says, "I will assist," and the turn-up card then also indicates the trump suit. But if he believes that himself and partner cannot win three tricks, he also says, "I pass." The third player, after looking at his cards, for the same reason that influenced his partner, either says, "I order it up," or, "I pass."

If all the players have passed, the dealer then examines his hand, and if he is confident of winning three tricks by playing with his partner, he says, "I take it up." He then discards the card of lowest value in his hand, and places it, face downwards, under the talon, and the turn-up card belongs to him in lieu of the one discarded. The dealer is always entitled to discard one card and take the turn-up, or trump card, into his hand, whether it

is ordered up by his antagonists, or he is assisted by his partner, or takes it up himself. Should the dealer be doubtful of winning three tricks at the suit turned for trump, he says, "I turn it down," and immediately places the turn-up card, face down, on the talon.

If all the players, including the dealer, decline to play at the suit turned up, the eldest-hand then has the privilege of making a trump, and, should his hand be sufficiently strong to win three tricks, he says, "I make it ——," naming the suit he prefers, which then becomes the trump suit. If his cards are not strong enough to win three tricks, he says, "I pass the making." The second and third player in rotation, have the same privilege of naming a trump suit, and, after them, the dealer. But, if all the players, including the dealer, pass the making, the deal is forfeited, and belongs to the last dealer's left-hand adversary, who immediately gathers the cards for dealing.

But, when the deal is completed, if the

eldest-hand, on first looking at his cards, believes that his hand is strong enough to win three tricks if the suit turned up is trumps, he orders it up, which makes that the trump suit, and it must be played accordingly. The dealer then discards, and the play commences. The eldest-hand opens the game by leading in any suit he chooses, and all the other players follow to it, in regular order; and whoever plays the highest card wins the trick, which entitles him to the next lead. A player must always play a card of the suit led, if he holds one, on penalty of giving his adversaries two points for the revoke. But, if he has no card of the suit led, he can trump or not at his option. The player who has won the first trick then leads, and the play continues, in like manner, until the five cards in each hand are all played out. The trump, as at all other games, is the commanding suit, the lowest trump winning the highest cards of either of the other three suits.

If the eldest-hand passed and the dealer's partner assisted, or if the dealer's partner

passed and the partner of the eldest-hand ordered it up, or if the latter having passed, the dealer takes up the trump, the mode of play is the same.

If the player, who orders it up, and his partner, win three of the five tricks—the odd trick, as it is termed—they score one point to the game. If they win four of the five tricks they are also entitled to count one point only. But if they gain all five of the tricks, which is termed making a march, they score two points towards game.

But if a trump is ordered up, or is taken up; or, if a trump is made by either player, and such player and his partner fail to win three tricks, they are EUCHRED, as it is termed, which entitles their antagonists to add two points to the score of their game. And so, if one party win all five tricks when their opponents adopt or make a trump, which will rarely occur, except when the trump-card is ordered up for the Bridge,—explained *infra*,—the winning party are only entitled to count for the Euchre, which is two points.

The eldest-hand, in leading, should place his card on the table immediately before him, and each player, in rotation, should observe the same method—a practice which prevents any misunderstanding about the ownership of cards; and, as no player has a right to ask who played any particular card, this practice also serves to designate each player's card by its position on the board.

The tricks belonging to either party may be turned and collected by the player who wins the first trick, on either side; but the better mode is to agree, at the commencement of the game, that one of the partners of opposite sides shall gather all the tricks won by himself and partner, and shall also keep the score of the game.

The five points constituting game are counted with the tray and deuce of the refuse cards, termed counters, which are placed at two diagonal corners of the table, and in such a manner as always to be in view, for no player should ask how the score of the

game stands, or call his partner's attention to it.

The game is scored by placing the tray of the two counters, crosswise, with the face down, upon one half the face of the deuce, leaving only one of its pips exposed, for one point. To count two, the deuce is withdrawn from beneath the tray, upon which it is placed back to back. For three, both cards are turned over, exposing the face of the tray. Four is counted by removing the deuce from below the tray, and replacing it, lengthwise, half covered, with the face up. This arrangement of the position of the counters should always be adopted, for then no mistake in the count can occur—except, only, at the score of one—should the counters by accident be displaced on the table.

The number of games won by each party may be reckoned with an ordinary four-bladed penknife, in this manner: a blade one-quarter open for one game; half open for two games; three-quarters open for three games; fully opened, for four games. The

second blade can reckon four more games, which will be eight—when you count them—and the entire four blades open will reckon as many as sixteen games. “Cut and come again.” The knife may then be closed, if the players are lucky or skillful enough to continue its use; and sixteen more, or forty-eight, or *ad infinitum* games may be reckoned on it. If this simple practice will not suit the fastidious, we will con-nive at any other method.

The mode of playing is, at times, varied by one of the players announcing that he will Play Alone—a variation of such great interest and amusement—and peculiar, in many respects, to this game—that we respectfully beg leave to be permitted to treat the *modus operandi* somewhat at length in the ensuing Chapter.

CHAPTER III.

ON PLAYING ALONE.

“Solitary and alone I set this ball in motion.”

Benton.

“There’s a game much in fashion—I think it’s called
Euchre,

(Though I never have played it, for pleasure or
lucre,)

In which when the cards are in certain conditions,
The players appear to have changed their positions,
And one of them cries in a confident tone,

‘I think I may venture to *go it alone.*’ ”—*Saxe.*

“Alone I did it.”—*Shakspeare.*

It occurs quite often during an evening passed in social intercourse at *Euchre*, that a player has dealt to him five cards of such superior value that he is quite confident of winning all the five tricks without playing with his partner, and in such case he announces that he will Play Alone. The proper time to

declare this intention is when it is the turn of the player who holds the lone hand, as it is termed, either to order up the trump, or assist; or, if the dealer, when he takes up the trump and before he discards; or, when the player, or his partner, makes the trump. In each case the player makes known his intention by saying, distinctly and unequivocally, "I Play Alone." His partner then places the cards dealt to him, faces down on the table immediately before him, and is not permitted to make any remark in relation to the value of the cards which he had in his hand, during the play of the five tricks.

The eldest-hand leads. The eldest-hand is always entitled to the lead, except when his partner Plays Alone, and then the lead is transferred to the dealer's partner, for the partner of the player PLAYING ALONE is always *hors de combat* during the play of that hand.

If the player who Plays Alone, wins all five of the tricks from his antagonists, he is entitled to score four points to his game. But if he only makes four or three of the tricks,

he can count but one point. Should he fail to win three tricks, however, he is Euchred, which, when playing alone, counts his antagonists the same number of points that he would have gained if successful in winning all the tricks, namely, four points.)

In playing the game on the Mississippi river, if the player who Plays Alone is Euchred, the steamer is stopped at the first landing and the unlucky player is put ashore. In the State of Arkansas he is carried out to be hung to the first adjacent tree, without benefit of clergy. But in a more refined and better established order of civilization, a hearty laugh against him is the only penalty he has to endure for the misplaced confidence on the cards—except those four points to the game of his opponents.

It is customary in some coteries to count but two points when the adverse party Euchre the player who Plays Alone, and as part and parcel of the same usage either of his antagonists holding high cards in the trump suit, may also Play Alone against him. In such

a case, each player plays without his partner, and he who wins the odd trick, is entitled to score the four points. But this practice, and quite deservedly, receives but little favor, as the approved mode of play achieves the same result.

There is also another improper custom, adhered to by a few players only, which transfers to the player who announces a lone hand, the right to lead, without any regard whatever to the position he holds to the dealer, or indeed, if it should be the dealer himself who Plays Alone. But this practice is too much at variance with the spirit of the game to be tolerated by experienced players.

If the dealer's partner assists, or makes a trump, the dealer has the privilege of Playing Alone, and if the eldest-hand orders up the trump, or makes a trump, his partner may, in like manner, Play Alone.

It occasionally happens that each one of two partners may hold a lone hand, and in that event the right of Playing Alone belongs to the partner whose turn to play is last. For

example: A and C are partners opposed to B and D. A deals and gives each of his opponents a lone hand. B, who is the eldest-hand, orders up the trump card, and announces that he will Play Alone. D, his partner, has the right to take the privilege of Playing Alone from him. But in this case, the partner D is compelled to Play Alone, and the player B, who first announced a lone hand, cannot play, notwithstanding that he would have a great advantage, being entitled to the lead. If this rule did not prevail, an unfair player, wishing to intimate the strength of his own hand to his partner, might say that he would Play Alone, after his partner had announced his intention to do so, and then decline to Play Alone, which would convey to his partner the information that he, also, had a strong hand at trumps, and, in that way, give him a great and an improper advantage. Until this rule was established, the compiler had often witnessed partners, both holding lone hands, bickering with each other before they could agree as to which one should have the privi-

lege of Playing Alone, which, of course, as developing their hands to each other, was entirely unfair.

Should the eldest-hand, holding very strong cards at the suit turned up for trumps, and being also strong at next in suit, pass—which, by the way, is always done in order to Euchre the adverse party in case they take up the trump—and his partner also holds a strong hand of the trump suit, and, in his turn, orders it up, the eldest-hand, having once passed the trump, cannot then Play Alone, but must take the chances with his partner to win a march. A player, having once passed the trump, or passed the making, cannot Play Alone, when his partner orders up, or makes a trump. We have known it asserted that when the eldest-hand—being strong in trumps and also at next in suit—passes, and his partner, when in turn, orders up, that the eldest-hand may then re-enter and be permitted to Play Alone. But this practice is clearly too unfair to be entertained, and we most unqualifiedly denounce it as entirely incompatible with

the principles of play and the spirit of the game.

Four high trumps and an Ace of a lay suit constitute a good lone hand. Three high trumps, with an Ace and the seven even of the same suit, is often a winning lone hand. A sequence of the Left-Bower, Ace, and King of trumps, and commanding lay cards, is always a good lone hand, because, if the Right-Bower is out against it, one point only could be made if both partners played together; and, if it is not out, the player, who Plays Alone, has a fair chance to win all the tricks. In Playing Alone, the eldest-hand, being entitled to the lead, may Play Alone with a less strong hand, than either of the other players; and, he may sometimes, when cards are running favorably for him and unfavorably to his opponents, win all the five tricks when holding only the Right-Bower and a small trump, with commanding cards in one or more suits.

But although the Right-Bower and a small trump—the seven even—supported with com-

manding cards in lay suits, frequently make a winning lone hand, yet it would not be recommended to the tyro to play so bold a game. Players of experience are at times indulged with a *presentiment*, as they call it, foretelling that so small a lone hand will win, but such prescience is more the result of observation than luck.

In Playing Alone, whether the trump is adopted or made, the lead is always a decided advantage. "Put that in your pipe, and smoke it."

The dealer, being the last player to the first trick, may also venture to Play Alone on a less strong hand than either of the other players, except the eldest-hand.

"There is a tide in the affairs of men," which is often "taken at the flood" by accomplished players, who will then hazard a lone hand with comparatively small cards. Suppose the dealer "at the flood," and he Plays Alone with the Right-Bower, King and nine of trumps, with an Ace, and a Queen—or inferior card even—of different lay

suits. In this case, after he has won the first two tricks with trumps, it is smart play to lead the Ace of the lay suit, especially if the adversaries' trumps are exhausted, for the opponents supposing he would naturally hold another card of the same suit as the Ace led for the third trick, would retain a card of that suit, if a medium one only, and throw away a King, or an Ace even, of a different suit, when the last trump was led for the fourth trick, and the Queen, or lower card, by such play, frequently wins.

When the dealer, having only three trumps, is discarding to Play Alone, it is much safer to put out even so high a card as the King of a lay suit, being the only card he has of the suit, and retain an inferior card, should it be so low as the seven, of a suit of which he holds the Ace; for, after winning three tricks in trumps, the chances that the Ace of the lay suit, when led, will exhaust the cards in that suit and enable the seven to win the last trick, are decidedly more in his favor than that the King would win on the first lead of

the suit, if he had retained it. For the same reason, three commanding trumps with an Ace and seven of a lay suit, is considered a better lone hand than four trumps with a King of a lay suit. But, although a player may frequently hazard to Play Alone on a moderately strong hand, when a gentle course of luck comes wooingly to him, yet he must remember that like another too well known course, it "never did run smooth." Instance a sad example: The dealer, having completed the distribution of the cards, turns up the Ace of spades for the trump. The eldest-hand, examining his cards, finds he holds the Right-Bower and seven of spades, and the seven, eight, and nine of clubs, and passes—as he should with that hand at any stage of the game. The other two players also pass, and the dealer having in hand the Left-Bower and King of spades, with the Ace and ten of hearts, and the Ace of diamonds—a captivating hand—announces that he will Play Alone, and discards the ten of hearts—his own heart brimful of hope. The eldest-hand

leads either of the small clubs which his partner, holding but one, follows, and the dealer wins with the Ace of trumps. He then leads the Left-Bower, which the eldest-hand wins with the Right-Bower, and leads another club, which forces the dealer to play the King of trumps. The seven of trumps will then win either Ace that is led, and the third club winning the remaining Ace, the very strong lone hand is absolutely Euchred.

In Playing Alone and winning, the card of lowest value should always be the last card led, because when the adversaries are throwing away on the preceding leads the chances of losing that inferior card are diminished.

When playing against a lone hand a partner throws away high cards of one suit, it is to be presumed that he holds commanding cards in some other suit, and his partner should therefore retain his highest card in the suit his partner throws away, when he has one, in preference to any, not a commanding card, of a different suit.

When a suit is trumped by the player who Plays Alone, of course his opponents will throw away all the cards they hold of that suit to the lone player's winning cards, when their trumps are exhausted.

Should a player lose the first or the second trick, Playing Alone, he must then play cautiously, and only endeavor to win the majority of the tricks; for, having lost the chance of winning the five tricks, he must play to prevent being Euchred. More especially must he play with caution, if, after losing the first or second trick, he holds the tenace, for then, after he has taken one trick, he is certain, if he plays right, of making the point.

There is a peculiar practice of play, that takes place at a certain state of the score, to which we solicit especial attention. This state of the game is termed a Bridge. It is introduced at the close of this Chapter, for want of a more suitable spot to locate it, and we beg the gentle reader to give it a sort of retrospective effect by placing it *supra*—a little higher up the creek—and let it span

the space intervening between Chapters II. and III.

The Bridge, in Euchre,—not a *pons asinorum*,—occurs when one party are scoring four points, and their opponents, having the deal, are scoring one or two points only. It is then always the duty of the eldest-hand to order up the trump, to prevent the dealer, or his partner, from Playing Alone—unless, the eldest-hand is sure of winning one trick. He is sure of a trick, of course, if he holds the Right-Bower,—or the Left-Bower with another trump, the Left-Bower guarded, as it is termed. At this state of the game he orders up the trump—when not certain of one trick—preferring to be Euchred, and lose two points only, to giving the dealer, or his partner, the chance of making with a lone hand, and winning the game. This practice must be rigidly observed by the eldest-hand, for the advantages of the deal are so great, that the deal is deemed equivalent to a point; so, when the eldest-hand is Euchred where he has ordered up at the Bridge, his

chances for winning the game are still decidedly in his favor. The poorer his hand, the stronger the reason for ordering up. Four to one, or two, is always a Bridge—four to nothing is not.

But, if the eldest hand is sure of winning one trick he may pass, if he chooses, and this is a fair signal to his partner—like the *Blue Peter*, at Whist—who, if strong in trumps, will know that the eldest-hand has also one or two, if not more, commanding trumps, and he will then order up for the purpose of winning the point, and game.

Three to one, and two to nothing, are sometimes considered a Bridge, especially if the dealer turns up a Bower, or other high card; but the tyro would not be advised to take such liberties. Older players, who have acquired a tact in doing such things—by long observation and play, and attention to the run of the cards—may frequently succeed in such experiments.

If either one of the dealer's opponents calls the attention of his partner to the state of the

game, at a Bridge—or gives any intimation of the fact—the dealer, or his partner, may then Play Alone, or permit the opponents to order up, at their option. Attention to the Bridge is the office of the eldest-hand alone—and as it is a free institution he cannot be tolled.

CHAPTER IV.

LAP, SLAM, JAMBONE, AND JAMBOREE.

“Ambiguitas Verborum latens Verificatione suppletur.”—*Bacon's Maxims*.

“Once more I will renew
His lapsed powers.”—*Milton*.

THE addition of the Lap, Slam, and Jambone, to the game of Euchre is comparatively a modern institution, and is esteemed by competent judges—“the choice and master spirits of this age”—as one of the grand inventions of the present refined state of society—a result of the advanced condition of civilization. We have indeed encountered some few players, but of indifferent skill, who decline to sanction this pleasing variation of the game, and persistently insist in their opposition to the Lap—which is counting all the points won over five to the next game—declaring that

you might as well score all the points won over the number constituting the game at Whist, or at any other game of cards; and adhere most rigidly to the fixed fact that one game is only one game, no matter how many points are won above the number of which it consists. This is very good logic when applied to most games, but it is inapplicable to ours; and this opposition to the Lap constitutes the principal objection to the Jambone. But this very practice thus objected to, we affectionately cherish as one of the most interesting features of our pet game. Alas for difference in taste! So many men, so many minds—*autant de têtes, autant d'opinions*, as we say at Paris, with a *haussement d'épaules*. We heard it once alleged that people do exist who even object to play cards! "Tell it not in Gath." And then this variation of the old mode of playing the game of Euchre adds so immensely to the amusement of the play—the purpose, we opine, for which the game was invented—and has such a cheering influence on a despondent player's downcast

heart, to whom ill-luck has been obstinately running, by giving him the hope—"gay hope by fancy fed"—that if fortune—"the hood-wink'd goddess"—will once again smile upon him he may be enabled, by a few brilliant *coups*, to retrieve his sad reverses. And our game is, in truth, so essentially variant in many points of play from all other games, that this objection to the Lap, Slam, and Jambone, cannot be fairly urged against it, and this mode of play is as fair for one party as the other. "So what's the *hodd*s, as long as we're 'appy." We confess to never yet having encountered a first-class player who did not pronounce the Lap an eminently pleasing addition to the game.

Permit us to instance a case, more clearly to illustrate our meaning. Suppose a player, ardent as ecclesiastical zeal, at the score of four—though not four score, for the zeal's sake—perceives, on examination of the cards dealt to him, that he holds a sure lone hand, and all the other players pass to him. If he is to be deprived of the privilege of playing

that hand Alone, and of counting the four points which he wins, as he most assuredly would be were he not allowed to Lap the superfluous three points to the next game, such deprivation would cause him to be depressed in spirits for a week—as wretched a youth as if he had been entangled in the meshes of the tender passion and suffered disappointment. “These little things are great to little men.”

But, as an agreeable man is one who agrees, and who delights to obviate difficulties, it would be advisable before sitting down to play with persons who have never previously “entered the lists” together, for one player to make himself agreeable by inquiring if this manner of playing the game is to be adopted; and, if the proposition gives rise to any difference of opinion affecting the merits, we most sincerely hope that its expression may not prove to be so tedious to either party as this preamble of ours.

The Lap then is simply counting upon the score of the ensuing game all the points made

over and above the five, of which the game consists. For example: if one party, having scored four points towards game, should Euchre their opponents, or should win all five tricks, either of which events entitles them to two points, they therefore not only win that game, but are permitted to score the superfluous point as one in the next game. Or, if a player, at the score of four, Plays Alone and wins the five tricks, he counts the three points over to the next game.

Slam, or Love-game, is a term common to many games of cards, and implies that, when a party win the game, before their opponents have made one point, that game is deemed to be a double-game, and must be reckoned as two games. Suppose a player, at the score of four, and his opponents are counting nothing, and he Plays Alone and wins the five tricks, which counts his side four additional points—eight in all—he wins that game, which reckons as two games, and he is permitted to transfer the extra three—by means of the Lap—to the next game, and

feels that he has accomplished a good thing. "Alone I did it." We can trace no analogy between the terms Slam, and Love-game, which have the identical signification, however, at cards, without indecorously alluding to our own, and neighbors' street doors, and agitated exits; and so, prudently refrain. *Verbum sat.*

Jambone is a euphonic term, of difficult etymology. But—"What's in a name?" Whatever its derivation may have been, however, it is now only used to express the intention of a player to Play Alone, with his cards exposed on the table. Thus, if a player, on examining the cards distributed to him by the dealer, finds that he holds cards of such estimable worth that he is confident of winning the five tricks, he announces, when his turn, that he will play Jambone, and spreads his cards out in a line before him, on the table, with their faces turned up to view. When the cards are exposed by the Jambone player in this manner, the player entitled to the lead commences the round, and

has the right to call one of the cards so exposed, to be played to the first trick. But this right to call a card belongs only to that adversary who has the right to lead, or to play first, for if the partner of that adversary gives any intimation to his associate which would enable the two together to win the first trick, they thereby forfeit their right to the call, and the Jambone player may then play whichever card he chooses to the first trick. If the Jambone player is successful in gaining the whole five tricks,—under this disadvantage of showing the opponents his cards, and of giving the elder in hand the right to name one of the cards so exposed to be played on the first trick,—he is entitled to count eight points.

Jambone may be played by any player under the same restrictions which regulate Playing Alone.

If the adverse party order up, or make the trump, a player holding a Jambone hand cannot be permitted to play it as such, and he must be content simply to win a Euchre with it.

If the Jambone player is entitled to the lead, then his left-hand adversary has the right to call one of the exposed cards as the lead.

If the first trick under these circumstances is won by the Jambone player, the play proceeds in the usual course; and if the Jambone player then wins only the majority of the five tricks, he scores but one point towards game, as in *Playing Alone*.

The opponent, entitled to call, has the right to call but one card only, and that card to the first trick played, and the Jambone player is entitled to play his other four cards according to his own judgment.

If the eldest-hand, opposed to the dealer playing the Jambone, leads a suit which the Jambone player can trump, and calls, on leading, the smallest trump in the open hand, if his partner can also trump the suit with a higher trump they of course win that trick, for the Jambone player is compelled to play the card called, when not inconsistent with the system of play. But let us illustrate this point. Suppose the dealer plays a Jambone

hand, and clubs are trumps, and in the open hand he shows the Bowers, Ace, and ten of trumps, with the Ace of hearts. The eldest-hand has three diamonds, with no trump, and leads one of them, hoping, as he has so many, his partner may be able to trump it also, and calls the ten of trumps from the Jambone hand. His partner having the Queen of trumps, with no diamond, wins the trick. The Jambone player would not have the option, in this case, after the Queen was played, to throw away his Ace of hearts, in lieu of the ten of trumps, but must always play the called card.

Should the Jambone player fail to win three tricks, it is not yet known what measure of corporal punishment ought to be inflicted upon him, but his adversaries, at all events, would be entitled to count eight points.

The dealer, possessing the right to discard, or, in other words, having six cards with the privilege of putting out one of them, more often holds a Jambone hand than either

of the other players. He is never compelled to use, or take in, the card turned up for trump, if he should be so fortunate as not to require it, for then the turn up card only serves to indicate the trump suit, and he may decline to discard. The player calling the card to the first trick should call it at the moment he leads, or if the lead belongs to the Jambone player, his opponent entitled to the call must call before he plays, for if the opponent's partner plays his card before the player who has the right to call has called, the right to the call becomes forfeited, and the Jambone player may then play any card he chooses to the first trick.

A few examples of the play, by way of illustration, may define our positions more clearly. Suppose, then, the dealer, concluding the deal, turns up the Ace of spades. The other players pass, or his partner may assist, and, examining his cards, he is delighted to behold the two black Bowers, with the Queen and ten of trumps, and a card of a lay suit. He immediately announces the Jam-

bone, discarding the lay card. He then turns up his cards on the table, in a line before him, and is confident of success—naturally, as the chances in favor of the King of trumps not being out against him are so mighty multitudinous that it would be quite unnecessary to enter into a calculation of them—even if he could. But the fickle goddess, bless her heart! does not invariably bestow all her favors on one individual—we love to say it—for the eldest-hand does, curiously enough,—oh, the capriciousness of luck!—hold the identical King of trumps. He leads that King, of course, with a smile of gratitude, announcing in a winning manner—bland as the breath of spring—that he calls the Queen, which the dealer is compelled to play to the King after the eldest-hand's partner has followed to the lead, and the Jambone player loses that trick. Although he wins the other four tricks, he is only entitled to count one point, as previously stated. If the dealer had played that hand alone, simply, of course he would have won every trick, and secured

four points; but the chances of winning all eight points were so seductive that it was impossible not to make the hazard; for, nothing venture, nothing gain, is, pre-eminently, a maxim of Euchre. Had the eldest-hand not been the lucky holder of the King, but had held, in lieu of his majesty, an indifferent trump, or, in fact, any trump, it then would have been his imperative duty to have led it, calling the Queen or the ten, in the faint hope that his partner might possibly hold the King—which gave them the only chance of preventing the Jambone hand from making. Such chances must never be disregarded.

If the dealer plays Jambone with a quart or sequence of four trumps from the Left-Bower, and an Ace of a lay suit, (which he should invariably do, because, if the Right-Bower is out against him he could only win one point if he Played Alone,) the eldest-hand should lead a card if he holds one of the same suit as the dealer's lay Ace, in the hope that his partner might be able to trump it. The

eldest-hand could not play a lay card of a different suit and call the Ace of the lay suit to be played to it, because that would be at variance with the spirit of the game. No player having the right to call a card from the Jambone player's hand, can require him to throw away a commanding card of a lay suit to a lead of a different suit, but in that case can only call his lowest trump.

If the cards should be cut in such a manner that the dealer turns up a Bower, say the Knave of spades—"the most unkindest cut of all,"—and he deals to himself the Left-Bower and nine of trumps, with the Ace of each of the three lay suits, he may discard his nine of trumps and play Jambone. He discards this small trump because the chances are much more favorable that either one of the three Aces will win the first trick, when called by the eldest-hand, than that his nine of trumps will make. It would not be prudent to play this hand Jambone, if the player holding it was the eldest-hand, because the player next in play to him might be able to trump one of

the three Aces, and he would therefore call it, and in that way win the first trick. But when the suit is led to the Jambone player, the chances of the second player not being able to trump are greatly in favor of the Jambone player, who would then win the trick, and would probably exhaust the trumps with his two Bowers, and clear the way for the other two Aces.

Although the foregoing hand would generally win, yet it might be quite easily Euchred. *Par example*: Suppose the eldest-hand holds the ten of trumps, three small hearts, and a small diamond. His partner has the seven and eight of trumps, and three small clubs. The eldest-hand leads a small heart,—because, having three of them, his partner would be more likely not to have any—and calls the Ace. His partner not holding a heart, trumps with the seven, and wins the trick. He then leads a club, on which the dealer puts his Ace, and the eldest-hand wins with the ten of trumps, making the second trick. The eldest-hand then leads his small diamond, which his

partner wins with the other small trump, and the dealer's two Bowers are left "blooming alone;" while his antagonists proceed contentedly to score eight points for their successful play. "They laugh that win," if we remember rightly.

Once more. Suppose the dealer is assisted by his partner, and, looking at his hand, finds that he holds the two Bowers, with the seven and eight of trumps, a lay Ace, with another small card. He may discard and venture the Jambone on this rather indifferent hand—if the score of the game invites it, though it would, ordinarily, be better to Play Alone, simply,—for, if the eldest-hand has no trump to lead and to call the seven or eight, the dealer is almost sure of winning. Remember, there are only nine trumps—eight of the suit, with the Knave of the same color—in this favorite game of ours. The dealer, in this case, sees four of them in his own hand, and he is certain that his partner has at least two more, which accounts for six of the trumps. As there are ten cards in the hands of the two

opponents, and eleven more in the talon, the chances are very much in favor of the eldest-hand being without a trump. We could cipher it out for you, but it is scarcely necessary.

Jamboree is another musical sound of unknown etymological deduction, rarely announced, however—"breathe not his name"—and signifies the combination of the five highest cards, namely, the two Bowers, Ace, King, and Queen of trumps, in one hand, which bestows on the player—*fortuna juvante*—who holds this galaxy of cards, the pleasing privilege of counting sixteen points. It requires but little to be said of this rare constellation of the "painted tablets," for a player will not have dealt to him the Jamboree more than two or three times in the course of a quarter of a century's addiction to the game.

The player holding Jamboree simply announces the fact, and displays the cards; for no play, of course, is necessary. But the player must announce the Jamboree; for if, by mistake, he should announce the Jambone, and commence to play the hand as such, when in

fact he holds the Jamboree, he is only entitled to score what he announces, and to count eight points. The mistake of one party is the game of the other.

In counting the Lap, and the Slam, it is to be remembered that all the points made above five go to the score of the next ensuing game; and, if those points extend to so many as ten—as in the case of a party scoring two points, and winning with the Jambone, making eight points more—the second five points, from six to ten inclusive, must be a Slam, which counts two games—making, in all, three games. If a player is scoring four points and wins with the Jambone, which, added to the four, makes him twelve points, he counts three games, and the supernumerary two lap into the fourth game. If the adverse party were not scoring one point, the first game would be a Slam, as well as the second, which would then count four games, with the two to the next game. This, of course, is the highest number of points that can be gained in one hand—except with the Jamboree.

The Jamboree hand wins sixteen points, which must, at least, count five games with one point to lap over. If a player is scoring four to his opponent's nothing, and announces the Jamboree, the sixteen points then won added to his four, make twenty points, which make four games, each of them a Slam, which entitles him to count, in all, eight games—the highest figure attainable.

Jamboree, like Jambone, and Playing Alone, cannot be played, as such, if the adverse party order up the trump, or make it; for in that case it can only win the two points—as when playing the Bridge—for the Euchre.

It will be perceived that our game is peculiarly symmetrical in arrangement; and to prevent any misunderstanding in scoring the games, let us reiterate that the counts, in the different variations of play, increase in geometrical progression;—and, when one party, adopting or making the trump, win the odd trick, they count only one point; in winning all five tricks they count two points; Playing Alone and winning, four points; winning at

Jambone, eight points; with the Jamboree, sixteen points. Should the party, adopting or making the trump, fail to win the odd trick in either of these variations of play, they lose the same number of points which they would have been entitled to count if they had been successful in gaining the five tricks.

CHAPTER V.

TECHNICALITIES.

“Verbum verbo reddere fidus
Interpres.”—*Horace*.

“Words—words—words.”—*Wordsworth*.

ADOPT THE TRUMP. To play at the suit turned up.

ASSIST. Is where the dealer's partner, believing that he can win the odd trick, at least, agrees to play at the trump turned up.

BOWER. Either Knave of the color of the trump suit. “Will you come to the bower I have shaded for you?”

BRIDGE. Is where the opponents, having the deal, are counting but one or two points only towards game, and the other side are at the score of four. It is then the duty of the eldest-hand, if he has not one certain trick in hand, to order up the trump card to prevent

the dealer, or his partner, from Playing Alone.

CALL. Is the right to require an adversary to play a card that has been improperly shown or exposed.

CARDS AWAY. To Play Alone.

COUNT. To reckon the game.

COUNTERS. The deuce and tray, usually of diamonds and spades, probably because the pips of those two suits being more sharp and angular are easily discerned.

COURT-CARDS. The Aces, Kings, Queens, and Knaves, of each suit, as distinguished from the numerical ones. Formerly called coat-cards.

CROSS THE SUIT. To make a trump of different color from the card turned up for the trump.

CUT. To separate the pack into two parts before the player, whose right it is to deal, distributes the cards.

DEAL. To distribute to each player five cards, face downwards, after the pack has been shuffled and cut.

DEALER. He to whom belongs the privilege of distributing the cards to the other players.

DECK. Synonymous with Pack.

DISCARD. Putting out one card from the dealer's hand, and replacing it with the card turned up, when it has been adopted for the trump.

DOUBLED. Two cards of the same suit.

DUTCH IT. The same as Next In Suit.

ELDEST-HAND. The left-hand adversary of the dealer.

EUCHRE. This term, which gives the game its name, is used to denote the loss of a party, adopting or making a trump, and who fail to win a majority of the tricks. It also applies to Lone and Jambone hands failing to win; the successful opponents counting four and eight points respectively.

FACED CARD. One with its face turned up, so that it may be seen.

FINESSE. Is where a third player holding the best and the third best trump, plays the latter, taking the risk that the last player does

not hold the second best trump. If the last player does not hold it, the third player by this play wins the two tricks.

FOLLOW SUIT. To play a card of the suit led.

FORCE. To lead a suit of which your opponents hold none, thus forcing them to trump or lose the trick.

FRESH DEAL. When an accident occurs in dealing, the dealer is entitled to deal anew.

GAME. When two players, associated together as partners, make five points before their adversaries.

GO ALONE. The same as to Play Alone.

GUARDED. Any two cards of suit.

HAND. The five cards given to each player by the dealer.

JAMBONE. Is when a player holds such high cards that he announces to play them, without his partner, turned, faces up to view on the table, and gives to that adversary who is entitled to lead, or to play first, the privilege of calling one of the cards so exposed to the first trick played; or, if the Jambone player has the lead, to call a card from his open hand

to be played to. If he can then win all five tricks he is entitled to count eight points.

JAMBOREE. Holding the five highest cards at trumps, being the two Bowers, Ace, King, and Queen, which the player having them, shows, as at Jambone, and is entitled to count sixteen points.

LAP. To count all the points made over five to the next game.

LAY CARD. Any card not a trump.

LAY SUIT. Either of the three suits when not the trump.

LEAD. The card first played by the eldest-hand; afterwards the card led by him who has won the preceding trick.

LEFT-BOWER. The Knave of the same color as the trump suit, which is the second best trump.

LEFT-BOWER GUARDED. To hold the Left-Bower, and any other trump, which will generally win one trick if properly played.

LONE HAND. A hand, so strong in trumps, that it will probably win all five tricks if Played Alone.

LONE PLAYER. One who plays without his partner.

LOVE GAME. Is when one party count five before their adversaries have made one point. Also, an innocent sedentary amusement between two young persons, of opposite sexes, "by moonlight alone."

MAKE THE POINT. Is when the players, who adopt or make the trump, win the odd trick.

MAKE THE TRUMP. To name any suit for the trump after all the players have passed, and the dealer has turned down the trump card.

MARCH. Is when two partners playing together win all of the five tricks.

MARK THE GAME. To count.

MISDEAL. An error in the distribution of the five cards belonging to each player—or when the right-hand opponent has not cut the cards previous to their distribution—which forfeits the right to the deal.

NEXT IN SUIT. The trump the same color of the suit turned down—as if a diamond is turned down and the trump is made a heart.

NUMERICAL CARDS. The seven to the ten, both inclusive, as distinguished from the court-cards.

ODD TRICK. The third won of the five tricks.

ORDER IT UP. To require the dealer and partner to play at the suit turned up.

PACK. The Euchre pack is composed of the thirty-two cards left in a Whist, or complete pack, after all the sixes, fives, fours, trays, and deuces have been thrown out.

PASS. To announce that the player declines to play at the trump turned up. "He passed as if he knew me not,"—a beautiful ballad by Bayly.

PASS THE MAKING. To decline to name any suit for trump.

PIP. The spots on the numerical cards, from the seven to the ten. Also, a malady prevalent among adolescent chickens—a cure for which will be furnished, gratis, to our suburban subscribers, by application at the office.

PLAY ALONE. To play a hand without the partner.

POINT. One of the five numbers of which a game consists.

QUART. Four trumps in sequence.

RENTRÉE. The right to the lead which belongs to the player who has won the last trick.

REVOKE. A Revoke is when a player, who holds a card of the suit led, plays, by mistake or design, a card of a different suit.

RIGHT-BOWER. The Knave of the trump suit, which is the commanding trump.

ROUND. The five tricks played in each deal—and each trick is also termed the first, second, third, fourth, and fifth round.

RUFF. To trump a lay suit.

SCORE. The count, showing the state of the game.

SEQUENCE. The regular succession of three or more cards in hand.

SHUFFLE. To mix the cards together before they are cut to be distributed to the players.

SIDE CARDS. The same as Lay Cards.

SLAM. To win a game before the adverse party count one point in it.

SPOT. The same as Pip.

STOCK. Synonymous with Talon.

SUIT. The name given to each of the four denominations, or orders, of the cards contained in a pack—as the suit of diamonds, hearts, spades, and clubs.

TAKE IT UP. The dealer's announcement that he intends to play at the suit turned up for trumps.

TALON. The eleven cards remaining in the pack after the dealer has distributed five to each player, and turned up the twenty-first card for the trump.

TENACE. Is when a player holds the highest and third best trumps and is the last player, which insures to him those two tricks.

THROW AWAY. To play a card, not a trump, of different suit to that led.

TIERCE. A sequence of three trumps, as the two Bowers and Ace, or the Ace, King, Queen, *et cæt.*

TRICK. The five cards played by each player, and won by the highest card played—also called a Round.

TRUMP. The suit adopted, or made, the commanding suit.

TRUMP CARD. The card turned up by the dealer for the trump.

TURN-DOWN. The card shown, or turned up, for trump, which the dealer turns, face down, when all four players decline to play at that suit.

TURN-UP. The card, in dealing, next to the twentieth, or last card dealt, which is turned, face up, on the talon for trump.

UNDERPLAYING. Is to follow suit with a card of inferior value to the adversary's lead when holding one that can win it.

CHAPTER VI.

LAWS.

“We have strict statutes, and most biting laws.”

Shakspeare.

“Laws wise as nature, and as fix’d as fate.”—*Pope.*

THE Laws of Euchre should be carefully studied by every player who desires to become an accomplished adept in this fascinating game. The laws, here compiled, are observed and approved by the best players, and are supposed to determine every case which may occur in play. They should be enforced in the strictest sense, on all occasions, never deviating from them in the slightest manner yourself, and requiring your adversaries, with proper courtesy, of course, also to respect them; for, if a player is to be permitted to act as he chooses—to indicate by signs or remarks to his partner the character of the cards he

holds—or to play a card and take it back—or other similar impropriety—you might as well sit down to the table and play at Jack-Straws. In some few instances the laws may appear too rigid, but experience demonstrates to all skillful players the absolute necessity of adhering undeviatingly to the provisions they are, designed to enforce—the law in such case made and provided—for the integrity of the game must be strictly preserved. *Dura lex, sed lex.* By a careful observance of the laws, moreover, the unpleasant disputes and alterations which so often interrupt and mar the merriment of a card party, will be entirely obviated.

LAW I.

Each player must cut for the deal, the two highest and the two lowest become partners, and he who cuts the lowest card is entitled to the deal. Should the lowest cards cut be of similar value, it is a tie as respects them, and those parties must cut again. If the person

cutting should show two cards instead of one, he must be deemed to have cut the highest, or if he let fall a card from the pack, face up, that card must be considered his cut. Each party cuts, and shows the bottom card of those he has lifted from the pack. In cutting, the cards rank as at Whist, the Ace being the lowest.

LAW II.

The cards must be shuffled by the dealer and cut by his right-hand opponent. The latter has also the privilege of shuffling them, and if he does, the dealer, who is always entitled to the last shuffle, may shuffle them anew if he chooses. After the cards have been cut for the deal, however, no one, except the dealer, can touch the pack previous to dealing.

LAW III.

In cutting for the deal, three cards at least must be lifted from the pack, and not fewer than four must be left upon the table. The dealer should never hold the pack in his hand,

when presenting it for the cut, but should place it on the table near his right-hand adversary.

LAW IV.

In dealing, five cards are distributed to each player, either by three and two, or by two and three, in two rounds; but the dealer must continue to follow whichever mode he at first adopts, and should he depart from it, either of the adverse parties may, before looking at his cards, require a fresh deal.

LAW V.

If a card is faced, or is turned in dealing, unless it is the twenty-first, or trump card, the pack must be shuffled anew and a fresh deal made; but the dealer does not lose his privilege. Should the dealer show more than one card in turning up the trump card the deal is likewise void, and he must deal anew

LAW VI.

Should either of the dealer's opponents,

during the deal, expose a card to view, the dealer may have a fresh deal, or not, at his option, but he must decide before looking at his own cards. If his partner exposes a card, either of the adversaries, in like manner, may, before the trump is turned up, require a new deal.

LAW VII.

No player is permitted to take up, or to look at, his cards during the deal, and should a misdeal ensue in consequence of such impropriety, the dealer does not lose his privilege, and may deal anew. It must be considered a misdeal, however, if his partner commits the fault.

LAW VIII.

When too few or too many cards are dealt, if the mistake can be rectified, and the proper order of the distribution of the cards ascertained, before the trump card is turned up, the deal is valid; but if the error is not discovered until after the trump card is turned

up, the deal is forfeited, and passes to the next player.

LAW IX.

If the cards are dealt by a player who is not entitled to the deal, and the error is discovered before he looks at his cards, though the trump card be turned, that deal is null, and the cards must be restored to the player entitled to the deal, even if the eldest-hand, or either of the other players, adopts the trump. If the dealer has discarded and the eldest-hand has led, however, the mistake cannot be corrected.

LAW X.

If, in any deal, the pack is ascertained to be imperfect, by containing too many, or too few cards of the proper value in either suit, that particular deal is void, but all the games, or points, made in the preceding deals with the same pack are valid; and the deal in which the error is discovered is not forfeited.

LAW XI.

The trump card must be left in view on the talon by the dealer, after discarding, until it is his turn to play, when he may remove it to his hand. After he has taken up the trump card no player has a right to demand what particular card was turned up, although he may ask what is the trump suit.

LAW XII.

Whenever a misdeal occurs the deal is forfeited, and the opponent on the left of the dealer becomes entitled to the deal.

LAW XIII.

Each person, in playing, should place his card on the table immediately before him, but if this practice should not be pursued no player has a right to ask who played a particular card, although he may require the other players to draw their cards before them.

LAW XIV.

If the eldest-hand leads before the dealer

has discarded, he cannot withdraw his card and change his lead, nor can the dealer, at any time before completing his discard, be deprived of his right to Play Alone. The discard is not completed until the dealer places his card under the talon, or on the table, and has quitted it; and when the dealer has once quitted the discarded card he cannot change it.

LAW XV.

If a player leads, or plays, out of turn, he may be compelled to withdraw his card, subject to the penalty of the call; if it causes an error in the play of any other party that player may withdraw his card without penalty; but, in the case of an improper lead, if four cards have been played before the error is discovered the lead is good, and the player winning the trick is entitled to the next lead.

LAW XVI.

Any card which is separated from those in

hand and has touched the table, is deemed to have been played—even if the face be downward—though if a card is played to a lead of a suit different from the one led, it may be taken up, subject to the call, and another of the proper suit played. But if the player should have none of the suit led, and plays a card which he did not intend, he is not permitted to take it up again after he has once quitted it.

LAW XVII.

If a player plays two or more cards to a trick instead of one, the adverse parties have the right to compel him to play either one of the cards they please, without regard to the order in which they were played, and the other card, or cards, shown may be called in the subsequent tricks, like other exposed cards.

LAW XVIII.

No player is allowed to look at any of the tricks during the play of a hand, after they have been turned, except the last trick only.

LAW XIX.

If any player plays with six or more cards, or, if the dealer plays and omits to discard, and fails to announce the fact before three tricks have been turned, such player or dealer cannot count the point, or points, made on their side, in that hand, and they lose the deal. But if the adverse party win under such circumstances they are entitled to count all they make.

LAW XX.

If a player, designedly, or for any reason, places his cards on the table, faces turned up, he is not permitted to take them up again, and his adversaries may call each card like other exposed cards,—except at Jambone, when the right to call is limited to the first trick. Thus if a player, sure of winning, exhibits his cards, his opponents can continue the play, and have the right to call each card so exposed. The penalty is the same if a player believing he has lost shows his cards in a similar way.

LAW XXI.

Whenever a player, who is entitled to the privilege of making the trump, once names a suit, he cannot be permitted to change it, and should he, by mistake, name the suit turned down, it is equivalent to passing, and the right to make the trump then belongs to his left-hand opponent.

LAW XXII.

A player intending to Play Alone must announce his determination to play without his partner in such an audible and distinct expression that no doubt must exist of his intention, for if his manner of announcing it is ambiguous, and a legal lead is made, by himself or an adversary, he loses the privilege of Playing Alone and must be compelled to play with his partner.

LAW XXIII.

Whenever a revoke occurs, whether from inattention or design, the adverse parties are entitled to add two points to their score.

LAW XXIV.

The revoke is not completed until the trick in which it has been made is turned and quitted, and the player committing the revoke, or his partner, has again played.

LAW XXV.

If a player revoking perceives his error previous to the turning or quitting of the trick in which it has been made, he can withdraw his card from the trick and follow the suit led, but his left-hand antagonist may compel him to play the highest or the lowest card he holds of that suit ; or, if it seems more advantageous to his side, he may call the card so exposed and taken back whenever it is the offending player's turn to play, or lead, in a subsequent trick.

LAW XXVI.

If the partner of a player, who has made a revoke, but has discovered it in time to correct it, has played to the trick, he is not permitted to change the card he has played,

but the adversary who has played after the revoke occurred may withdraw his card from the trick without penalty, and play another, if he thinks it may give him an advantage.

LAW XXVII.

Should either of the adversaries mix the cards together when a revoke is alleged against them they incur the penalty of the revoke, and the players claiming it are entitled to score the two points.

LAW XXVIII.

When the cards have been cut for a new deal, no party is entitled to claim the penalty of a revoke; and, in case of a reciprocal revoke in one hand, one error offsets the other, and a fresh deal must be had.

LAW XXIX.

If a player shows, or exposes, one or more of his cards, intentionally or by accident, the card or cards so shown may be called by an opponent, either as a lead, when the offending

player's turn to lead, or to the exposed card's suit when led. A card is shown if it is purposely, or accidentally exposed, and either of the opposite players can distinguish its character, and name it. And a card may be called if the holder names or indicates that it is in his hand.

LAW XXX.

A player called upon for an exposed card must play the card or submit to the penalty of a revoke.

LAW XXXI.

The right to call one or more cards, improperly played or exposed, by an opponent, belongs only to the left-hand adversary of the offending player. And, in no case can such a card be called if it causes a revoke; nor, can the player entitled to call, require his opponent to throw away a commanding card to a lead of different suit, when holding no card of the suit led, whether he can trump it or not. If two or more players, in any one deal, expose a card, the law is the same.

LAW XXXII.

Neither adversary is permitted to call the attention of his partner to the state of the game at a Bridge, without forfeiting their right to order up, and the dealer, or his partner, may then Play Alone, or not, at the option of either.

LAW XXXIII.

If the counter marks more points than he is entitled to score to the game, either adversary—or a bystander even—may call attention to the error, and the opponents are entitled to count to their score, the point, or points, which their adversaries erroneously added to theirs. But the error cannot be rectified after the trump card has been turned in the deal next ensuing that in which the error occurred. So if he fails to count, or counts fewer points than he is entitled to, he loses the right to score such point, or points, when the next deal is completed.

LAW XXXIV.

Should a player from loss of temper—or

upon supposition that he has lost or won the proper number of tricks—or from any other cause—throw down his cards upon the table, with their faces turned up, he cannot take them in hand again, and his left-hand adversary may call each card so exposed as he deems most advantageous to his side. Who leaves the game loses it, is a maxim of this as of all other games.

LAW XXXV.

Every species of unfairness is strictly prohibited; and if a player, at any time between the turning up of the trump card and the playing of the last card of the deal, indicates to his partner the strength of his own hand, either by words or gestures; or advises him how to lead or play; or invites him to make a trump, by such expressions as “follow the rule,” “make it something,” or any similar phrase; or, asks any questions about the game except such as are specifically allowed by the Laws of Euchre, the adversaries shall immediately add one point to their game.

LAW XXXVI.

In every case of a penalty which entitles one party to add a point, or more, to the score of their game—for the revoke, or any other wrong practice in play,—the offending party cannot count a point, or more, which they may have won in that deal—or round—in which the penalty was incurred; and the regular routine of the deal continues.

LAW XXXVII.

Every penalty incurred by the misconduct of a player must be shared and submitted to by his partner—for partners are mutually responsible for each other's faults.

LAW XXXVIII.

If a player, who has incurred a penalty imposed by a provision of any of the preceding Laws, refuses submission to such penalty, his opponents may immediately throw down their cards, and that game, at any state of the score, is declared to belong to them.

CHAPTER VII.

HINTS TO TYROS.

“Upon this hint I spake.”—*Shakspeare.*

“What could I more ?

I warn'd thee, I admonish'd thee, foretold
The danger, and the lurking enemy
That lay in wait.”—*Milton.*

“Euchre and Life

Own their losses and gains in ephemeral strife.

‘Play alone,’ when you hold the ‘good cards’ in the
pack ;

‘Assist,’ with the Ace, or the King and a Jack.

‘Pass,’ holding ‘both Bowers’—on refusal to take,
Yot can ‘make’ it ‘the next’ and can ‘play what you
make ;’

Look out for the ‘bridges,’ and cross if you choose,
But with Euchre and Life, play to win not to lose.”

Pettes.

THE ensuing hints, confidingly and confidently suggested to novices in our highly

scientific and gleesome game, result from an experience gained in many a "glorious and well-foughten field," and although not pretending in these premises to be Sir Oracle yet *haud inexpertus loquor*. We hope they will be kindly taken, as meant. Should they appear trite and simple to players of a certain degree of skill, we beg permission to remind them that the hints are offered only to novitiates, with a desire fully to explain to them some of the most approved points of play.

We venture to invite attention to a few words by way of prelude.

As the principle which guides us in social intercourse (if we remember our early education aright) is politeness—the observance of those pleasing amenities which tend so much to make life agreeable—so that which should guide us at the card-table is good humor—that cardinal virtue.

Adhere undeviatingly and persistently to the law in each and every case made and provided, and remember "there is no power in

Venice can alter a decree established." Play the right game always—*coûte qui coûte*—and insist on the strict play of the game by your opponents, for no option in playing, at variance with prescribed precepts, can be tolerated; and, if your partner commits an error, require the other side to avail themselves of the advantage attained by it—for the mistake of one party is the game of the other, fairly. Eschew especially every circumstance and act that has a tendency to produce confusion or misunderstanding in play.

Acquire the habit—it is easily accomplished—of determining whether you pass, or order up, without unnecessary suspense, and "hesitate not to say." Promptness and a quick response—"when 'tis done, then 'twere well it were done quickly"—should be part and parcel of the play; it is better to decide wrongly a few times than mislead your partner by hesitation. Nothing can be more irksome than to see a player—especially if one's partner—boggling over his cards, hesitating and undecided what to do. Such indecision, be-

sides, betrays your hand. Holding but five cards, a glance at them, simply, enables a quick judgment to declare whether he will pass, or not. "Speak quick—it is the strength of the game," is the favorite ejaculation of a favorite friend of ours.

Never exhibit peevishness and ill-temper—reserve it for home-consumption—when you lose, nor too great elation of joy when you win; nor permit the calm expression of your face to be ruffled by the appearance of your hand; and bear all reverses with Christian fortitude and Jewish resignation.

So, if your hand—we mean the cards you hold, gentle tyro—should happen to be as red as the saints' days in a Romish calendar, or as black as the concentrated essence of midnight, when the opposite colors are trumps, pursue the even tenor of your play, with placid demeanor—with columbine innocence and serpentine wisdom—and "publish it not" with impatient demonstrations, or vituperative expressions against ill-luck; for cards, at times, will obstinately run as chance directs.

“’Tis not in mortals to command success,” you know—if you do not, it is time you did, you understand.

“O there be players, that I have seen play,” who grumble and fault-find as much over the card-table, as they would chaffering and cavilling in a market-house with a huckster!—as if cards were not invented for recreation and amusement—“very reverend sport truly.”

Should your partner make an occasional misplay, take it kindly, and avoid, by all means, that horrid practice of fault-finding and censure—every one, you know, except ourselves, commits blunders, and mistakes are inevitable.

Should you be eminently successful in winning from your adversaries, don’t twit them too often and persistently with their defeat, but enjoy it secretly and quietly as we enjoy love and poetry, for “modesty,” says the renowned Munchausen, “forbids individuals to arrogate to themselves great successes or victories.”

It may hap—once in a while—that you

will find yourself associated with a partner, who is a novice in the philosophy and mysteries of our noble game, and when you “do begin to perceive” that he is one of those unfortunate individuals of neglected erudition, whose intense ignorance of the play is disheartening—displaying the most marvellous ingenuity in preventing you from winning, and a cruelly tantalizing facility in helping your opponents to defeat you—smile, if you can;—we always do. “*Illuc Ionicus.*”

In such a case, if no other kind of amusement can be resorted to, suggest refreshment, you will find it a great relief; and, besides, some one may then offer to take your place at the card-table, or your partner “for worse” may obtain some more suitable employment.

Never give in and grow faint-hearted—hard as it sometimes is to lose when near winning—but console yourself with the comfortable reflection that while the combat continues victory is uncertain.

Although, at this game, the advantage rather depends on skillful combinations, and

a quick calculation of chances at the various periods of play, than on high cards, yet the most unskillful novice at the game may frequently hold such commanding cards during an entire *séance* that he must necessarily win all the tricks, even from experienced experts, for Bowers will defeat Aces, and Aces will capture Kings. Avoid too much elation at a run of luck, for, "the hood-wink'd goddess" must succumb to persistent skill: moreover, you will soon find but little excitement in like easy skirmishes. But, when cards do range out equally and high on either side in groups of threatening and overwhelming strength, good scuffling hands,—“I love a hand that meets mine own,”—affording fine scope for combinations of chance and skill, arousing the accomplished adept's valor to the strife for victory, “then comes the tug of war.” We have known players when holding such hands to play a series of several hundred games, without making a single error in play, or failing to win every trick on the cards. “Think of that Master Brooks,” and be emulous.

Always consult the score of the game, playing accordingly, and remember that the policy of your antagonists is at variance with your own. Never let your face betray your hand. An air of coldness, and impassibility of feature, are indispensable qualities in play.

There are many other circumstances of play which we might assume to hint at that cannot well be demonstrated by rules; but deference to the opinions of others—older, if not better soldiers,—your knowledge of the refined observances and established usages of society, and a certain natural tact, will guide and counsel you, we fancy, better than any suggestions of ours. Skill, of course, is only acquired by practice.

Once more we earnestly recommend, nay beseech you, to give no indications by gesture or expression of the strength or weakness of your cards, but preserve a stoical placidity of countenance, eschewing in every manner all species of unfairness; and we hope it may be our fortune, “oft in the stilly night,” to meet you in friendly conflict on the “velvet plain.”

In the meantime let us return to our mutations; for, if we have a fault, it is digression.

After the ceremony of the deal has been concluded, it is the duty of the eldest-hand to order up the trump card or pass. He should always order it up at a Bridge,—when not sure of a trick,—as before explained; he should also, of course, (when sure of one trick and has passed accordingly,) make the trump, if the dealer turns it down, and for the same reason that he would order up at the Bridge. At any other stage of the game he must hold a very strong hand in trumps to order up. The Left-Bower, Ace, and ten of trumps, with an Ace of a lay suit, or two commanding cards of a lay suit, as a general rule, would be sufficiently strong; or the Ace, King, ten, and seven of trumps—especially if the fifth card in his hand is a high one. The eldest-hand, when strong at the suit turned for trumps, and also strong at the next in suit—in *utrumque paratus*—should always pass to Euchre the other side if the trump is adopted; for, if it should be turned down he

can then make the trump. As a general rule he should always pass for a Euchre when as strong at the next in suit.

Never order up with the two Bowers and the Ace, or other high trump, if you have two cards, even so low as the seven and eight of the same color of the trump, because, if the adversaries adopt the trump you are sure to Euchre them, and if it is turned down you have a lone hand at next in suit.

With the Right-Bower, Ace, and seven of trumps, with a secondary card at the next in suit, it is safe to pass, for you will probably Euchre the hostile side, if the trump is adopted, and you are almost sure of the odd trick at the next suit, if the trump is turned down.

Next In Suit, or Dutching, is deemed by many eminent professors of the game one of the most important elements of play; the principles upon which this rule is founded we will here essay to explain. The pack is composed of just thirty-two cards, of which number twenty-one are thrown round by the

dealer for the play of each hand, leaving eleven cards, say one-third of the entire pack, in the talon. When the dealer and his partner decline to play at the suit turned for trumps, it is fair to presume that neither of them holds a Bower—especially if the turn-up is a court-card. The chances are greatly in favor of the presumption that one of the Bowers has been distributed in the deal, and nearly equal that both of them are out. The probability then is that one, if not both of them, are in your partner's hand, yourself having neither. And if the Bowers are not out, it is *raison de plus* why you may win the odd trick with fewer and weaker cards than in an ordinary hand. Your partner, if a skillful player, will never order up when holding both Bowers only, but will pass for the Euchre, if the trump is adopted, or for next in suit, if turned down—for “so he plays his part.” We have known instances when the eldest-hand's partner has played and made a lone hand at next in suit, when the eldest-hand has made the trump, according to

rule, without having a single trump in hand. At all events the chances are much in favor of making the trump next in suit, and favorable chances should always be embraced. "Have a care o' th' main chance." When you follow this rule, always lead a trump, unless you have the tenace of Right-Bower and Ace, and you should lead the Bower then if you hold commanding lay cards. It is sometimes asserted that if this rule is strictly adhered to the dealer may often win a Euchre by a ruse, in turning down when equally strong at each suit of the color; but in the event of his being strong at both suits, (the exception to the rule, crossing the suit,) may be in your hand. It is a bad rule, we are told, that works only one way, and *Exceptio probat regulam*, you know.

The eldest-hand opens the game, and as success frequently depends upon the lead—*c'est le premier pas qui coûte*—he must bear that fact in mind, and deploy his small force into action skillfully, with decision.

It is a rule with many experienced players to lead through the assisting hand, that is, when

the dealer's partner assists, the eldest-hand is always expected to lead a trump, if he has one, in every case, except when a Bower is turned up, or you have the Left-Bower guarded. The exceptions to this rule, we think, are so multitudinous that the practice is almost as much "honored in the breach as the observance." The rationale of the rule is founded on the supposition that the player who assists may hold but two trumps, and by leading a trump, his trumps and his partner's are brought together, and if you or your partner have commanding cards in lay suits you may make a Euchre. And, moreover, if your partner holds two trumps, by leading through the strong hand up to the weak—the dealer's partner, assisting, is supposed to be in that position—you give your partner an opportunity to finesse. These are the only advantages we now revive in memory. If the eldest-hand holds one or two trumps,—especially if small,—with commanding cards in other suits, the trump should then most assuredly be led.

Should he hold three trumps of various value and two lay cards of suit,—the seven and Queen for instance—and is playing to Euchre the dealer, he should always lead the lay seven, for when he wins the *rentrée* with one of his small trumps, the Queen will then either win the trick or force a trump from the opponents. If the eldest-hand's partner should win the first or the second trick he should never return such a lead, because the eldest-hand, if he comprehends his vocation, will never commence the round with an isolated plebeian card, unless for some exceptional cause.

With two trumps, two lay cards of suit, and one single lay card, commence with one of the two lay cards, for one of your trumps may bring you back to your suit, and your second lay card will then probably force the other side to trump. Never open with the single lay card when holding such a hand, because you may have an opportunity of throwing it away on a trick of your partner's, or, when second player, on a lead of a numerical

card of the suit of which you have none, which will enable you to ruff its suit, if led by either of your adversaries, and win you a trick.

When playing to Euchre, if you have two or more small trumps with commanding lay cards, lead a small trump as it may enable you to make the high cards when trumps are expended.

When your partner orders up, or makes the trump, always lead him one—the best you have—without regard to tenace or Left-Bower guarded.

When, being eldest-hand, you are scoring three points to your game, and your adversaries count one, or nothing, and you hold very weak and sickly looking cards, although this is not a Bridge, yet it is often well to order up and take a Euchre—especially if a Bower is turned up—rather than risk a lone hand to the other side; and if you are Euchred, you are Euchred—*que sara sara*, as we used to say at Florence. *Santissima madonna*, those days are passed!

If you hold a lay Ace, when opposed to a

lone hand, always lead it, for if you hold a King or Queen doubled, you have an additional chance to prevent the march of the lone player.

That condition of the game in the flood tide of luck, termed the Bridge, is fully explained at the close of Chapter III, to which we respectfully beg leave to refer. When it carries you safely over, praise it. And thus much for your duty as eldest-hand, and we, like England, expect every man to do his duty.

Your performance, as second player,—when “the game’s afoot,” and the eldest-hand has given you “a taste of his quality,”—is much more circumscribed and simple, consisting mainly in following the suit led, or in ruffing it; and this easy duty and irresponsible continues through each of the five rounds in which you have to play second-fiddle.

When confident of winning two tricks always assist and rely on your partner to win one trick.

The second player (the dealer’s partner as they sit at the table) must remember, however,

that when the trump card has been turned down by the dealer, and the eldest-hand has passed the making, it is his duty—though not quite so imperatively on him as it is on the eldest-hand to make the next in suit—to cross the suit, that is, to make the trump either of the black suits, (the one in which he is the stronger, of course,) when a red suit has been turned down, and *vice versa*, and for nearly the same reasons, just given to the eldest-hand for making next in suit.

As second player rarely ruff a numerical lay card the first time round, as the chances are even that your partner may win the trick. Throw away any single lay card of less value than an Ace, if you have one or two small trumps, on such a lead, which will enable you to ruff its suit when led. Also underplay a numerical trump, risking the chance of your partner winning it. We have an acquired antipathy to a single lay card and love to dispose of its bachelor-like wretchedness by embracing the first opportunity.

So often as the lead changes the relative po-

sitions of the players—as the leader, second, third, and fourth player—also vary, of course.

Second player following suit to lay cards, as a general rule, should always head, that is win the trick, if he can. The same, with few exceptions, when playing trumps.

With one trump only, if the Right-Bower himself single, and your partner adopts or makes the trump, ruff with it the first chance.

When you can neither follow suit nor trump, throw away the weakest card you have, naturally.

In the situation of third player your “official duties” become more onerous. When playing to win a Euchre, if you hold a small and a medium card, at trumps, and have the opportunity to ruff, stick in the medium trump, if third player, which may force the dealer to play his best trump. Never send a boy, you know, on a man’s errand. And this, by-the-by, reminds us of a pretty problem in play. Suppose yourself sitting on the right hand of the dealer who has turned the Knave of spades, and adopted the trump. Two rounds have

been played—the first trick having been won by your opponents, and the second by your partner. Your partner leads in a lay suit and is followed by the second player, and you hold the Left-Bower, Ace, and Queen of trumps, you play either the Left-Bower, or Ace, and the dealer holds the Right-Bower, King, and ten of trumps. If the dealer takes the trick with the Right-Bower, which he would naturally be inclined to do, he is Euchred, because you then have the tenace. But, on the contrary, if he should play the ten of trumps and let you win the trick, he gains the odd-trick, as by this underplay he secures the tenace to himself. If you had played the Queen—which would have been a horrid play—you would, of course, have lost the odd-trick. This simple problem is deemed worthy of especial commendation, as illustrative of the peculiar advantage of the tenace.

! You should be very strong in trumps to order up, because your partner, passing, shows that he is weak, or prefers to make the next in suit. As a general rule let the responsi-

bility of ordering up rest with your partner, when he is eldest-hand.

When your partner has adopted or made the trump, be careful not to win the lead from him, unless you are strong enough to play for a march, or to win the odd trick.

Always divest your hand of losing cards, when possible, to your partner's winning ones.

If your partner in the third or fourth round leads a lay King (you having none of its suit) which is not captured by your right-hand adversary, and you have a lay King of different suit, with trumps, throw it away on your partner's lead, for his King having passed safely through one hand is much more likely to win than yours would be, having to pass through both hands. Trust it through one hand rather than two is the rule. Play in like manner in like cases, you understand.

Opportunities to finesse occur but rarely, and when they are offered should be exercised with considerable caution. It is much better for the third player to win the trick than risk its loss by any delicate stratagem of play.

The vocation of the dealer is replete with interest. He should commence by distributing the cards with exactness, not allowing any card to be exposed, except the one turned for the trump, or his antagonists may declare the deal null, and he will have to perform it afresh. He should always discard a single card, though above medium value, and retain two of suit, if one of them is not higher than a nine. When he determines to Play Alone with three trumps, he should always discard even so high a card as a King of a lay suit when the only card of the suit, and retain the seven, or any other card, of a suit of which he holds the Ace, for the chances are much better that the Ace will exhaust the suit and let the seven win, than that the King would win the first time round.

If his partner, assisting, has played one trump, the dealer winning a trick should never lead him a trump, unless he is sure of winning the march, or the odd trick, with his own hand; for the probability is that his partner has assisted with two trumps only,

and by leading a trump to him he may draw the last he holds, and in that way entirely destroy his game. This is a fatal mistake but often made by inexperienced players, and is conspicuously improper, as you see. But if your partner assists, and your side have captured the first two or three rounds, leaving you with commanding trumps and sure lay cards, win the lead from him then and secure the march, for he might be left to lead a losing card not of your sure suit.

Always when assisted, Mr. Dealer, and you hold the card next higher or lower to the trump card, play it instead of the trump card for your partner's benefit.—Thus, if you turn up a King, and also have the Ace in hand, and your partner assists, when a trump is led, or you can ruff a suit, you should play the Ace, which shows your partner that you have the King left.

Having a sequence of three trumps of which the turn-up card is the smallest, and your partner assists, play the highest, which informs him that you have two more trumps

of equal value. As in case the Queen is turned up, and his partner assists, if the dealer holds the King and Ace, making a sequence of three trumps, when the trump is led, or he can ruff, he should play the Ace, which makes his partner understand that he holds the King also. The same in all similar cases.

So, also, if a sequence of three or four cards in play shows all the cards above the turn-up card, and your hand continues the sequence, play the highest card for your partner's benefit. *Par example*: The nine of hearts is turned for trump, and the ten, Queen, and Ace, of hearts, are played to a trick; if you hold the King of trumps play it, because your nine is as good as your King, and by playing the King your partner knows that you have certainly one trump in hand, and moreover, that it requires one of the Bowers to win it.

But if your opponents have ordered up the trump and you hold a similar hand, it is obvious—on the principle of contrariwise,

otherwise—that you should play “quite the diverse,” to balk them, as you clearly perceive.

Retain the trump card, when your side have adopted it, as long as possible, to benefit your partner; and, on the contrary, dispose of it the first opportunity, to put your adversaries in doubt, when it has been ordered up.

A few more illustrative hints—to each and every player, in a general way—we hope may be taken, as we offer them, in the very spirit of kindness.

Always play to benefit your partner—in every possible way you can with fairness and good order—and to balk your antagonists by masking your hand, for in Euchre, as in Love and in War, all manœuvres are admissible.

Three trumps, if medium ones only, are sufficient to take up the trump, or to assist your partner, or, ordinarily, to make the trump suit. If you hold Knaves, and commanding cards of two or more suits, it often proves successful to pass both the adoption

and the making, to Euchre your adversaries if they adopt or make it. Especially if the other side dealt, for if they pass also you gain the deal.

Always lead a trump to your partner—if eldest-hand, or you have won the *reentrée*—when he adopts or makes the trump—except when he assists and has played one trump—especially if you should hold either of the Bowers only.

When last player and the trick, in a lay suit, if the first or second round, is your partner's, and you hold a single lay card, and one or more trumps, throw away that single card, if so high as a King even, on your partner's trick, for if he holds a card in that suit he will of course lead it, which may enable you to win the trick with a trump.

When your side, having adopted, or made the trump, have lost one trick, you must then play cautiously to prevent being Euchred, for the risk you might venture when playing to make a march would be quite improper when you have lost one trick.

Having lost the first two tricks and won the third, if you have one trump left, lead it—either to make or to save a Euchre—for if your adversaries have a trump larger than yours they must win the odd trick; and, if it is smaller, you may exhaust them and win the fifth trick with your lay card. The only exception to this rule is when you have assisted—or your partner has taken it up—and your partner still retains the trump card; and, if your trump is higher than your partner's, and you have a winning card for the fifth round, you should lead the trump then.

Holding a sequence of trumps, and playing to Euchre the adversaries, always play the highest to balk them; for instance, if you hold Ace, King, and Queen of trumps, and a Bower is led, play the Ace.

When holding the Left-Bower and one other trump, the Left-Bower guarded as it is termed, be cautious how you separate them, for if the Right-Bower should be led, by playing your smaller trump to it you are sure to win with the Left-Bower.

When you hold the Left-Bower alone, whether you are playing to your partner's adoption or make of the trump, or to Euchre your opponents, ruff with it as soon as you have the chance, at any stage or condition of the play—otherwise it may fall to the Right-Bower, when the trump is led. Make the Right-Bower in the same manner, if your only trump, when your partner assists or makes the trump, for when he wins the *rentrée* he would almost certainly lead his highest trump, and your Bower, winning it, might sadly injure his game.

In adopting or making the trump you may always rely on your partner to win one of the five tricks.

It is a rule in play that a lay Queen never wins a trick. This is not strictly correct, but near enough to the truth to be adopted as a general rule.

Keep your mind on the cards, as we fortune-tellers say, and remember how the suits fall in play, so as not to be trumping with a seven or eight a commanding lay card of your

partner's—a *sottise*, by the way, not unfrequently committed.

Be cautious how you adopt or make the trump when the hostile side are scoring three points; for, if you are Euchred, you put them out, and, in another sense of the expression, you may put out your partner too, which would be grievous.

Opponent to a Lone Player, and holding the seven and nine of one suit, with single cards in each of the other suits—if Queens even—never separate the two of suit although there is a single chance only that one of them may win. You will be surprised, and delighted too—we assure you, you will—to see how often the nine in such cases prevents the march of the Lone Player, and ruffles his equanimity. We always rely more confidently on a Knave and seven of a lay suit, in such case, than on a lay King single.

We believe we have annunciated this doctrine before; but, excuse us, for truth cannot be too oft asserted.

These leading principles in the practice of

the game should always be retained in mind, though combinations of cards in the various distributions into hands—like the myrioramic changes of the Kaleidoscope—may diversify the manner of the play almost *à l' infini*. When such peculiar idiosyncrasies require your attention they should be treated—according to Gunter.

It is quite unnecessary to offer any observations on that branch of the doctrine of chances which might apply to our game,—or to point out that the dealer's chance of turning up a Knave is seven to one against him; or why, when you adopt or make the trump the chances are in favor of your partner's winning one trick,—for it is obvious that games, contingent upon chance and combination, cannot be reduced to the exactness of the propositions of Euclid and be made to conform to a “rigid and infallible geometry.” Besides, the “certainties of chances” we do not affect to comprehend, but only “have a care o' th' main chance.”

“In this journey through life, should dame Fortune’s
dark frown

Upon you be cast, let it ne’er weigh you down ;
Should friends fail to ‘*assist*’ and ‘*pass*’ heedlessly by,
And you should *Euchred* be—why still never say die.”

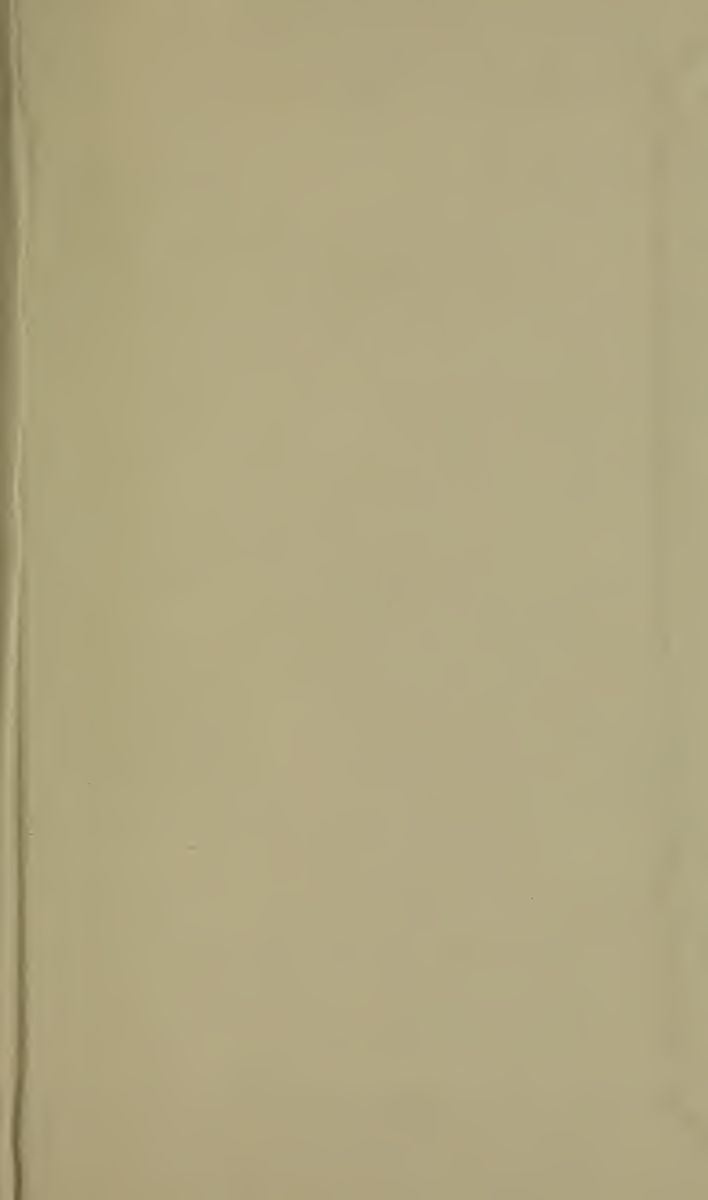
And now, gentle Tyro,—“Oh you, for whom
I write !”—if you will smile approvingly, with
grateful acknowledgment, on this our *magnum*
opus, sweetly, with Tyro-lean air, we will
claim no better compensation for our labors
than the pleasure of having rendered you a
service. *Vale.*

Deacidified using the Bookkeeper process.
Neutralizing agent: Magnesium Oxide
Treatment Date: July 2006

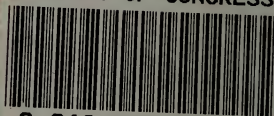
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